

Level Design: Terence Williams

Bonus Testing: Bruce Manzella

Glenn Turner

Documentation: Terence Williams

Tom Lovell-Hill

Music Features:

(3)

Even a hero gets tired now and then. If the action gets too intense and you want to take break, press PAUSE during play. Press PAUSE again to resume the action.

Reset

Press \* and # to reset the game back to the title screen.

SCORING

ACE'S ACTION POINTS SCORED

Destroying JFD ..... 100 points

Destroying Phoenix ..... 10 points

Destroying Boss ..... 1000 points

Bonus Points

If Abel Horion destroys all the enemies in Rock waves, you earn bonus points.

1 Up

The first 1UP (extra man) is awarded when you score reaches 36000 points.

## THE FUN OF DISCOVERY

This manual guide provides the basic information you need to get started playing MAD DOGS, but it is only the beginning. You will find that this product is full of visual features that make the game exciting every time you play. So experiment with different techniques and enjoy the MADNESS!

## 90-DAY LIMITED WARRANTY (Cartridge or CD)

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## The Story

A new form of evil has emerged. In order to rule the universe, the Graphics Man has fused the world's reality - (Venus, Earth, mind, and all up to you to stop him). With your help, ElHunter, Clay, Skip, Thunderbird and Wes are out to stop the devastating madness known as The Graphics Man! Who are they to defeat such an insurmountable evil? By entering The Dark Knight Games Tournament, co-hosted by Dave Vipsavuoro, that's how!

Not long ago, ElHunter, Clay, Skip and Thunderbird tracked one innocent man to his developer, The Graphics Man. They insulted him on everything from the program he used to messages on jaguar interactive 2, to personal attacks about his looks. And out of all people, Wes decided to join in on the fun. After that, The Graphics Man vowed to make them pay, just to destroy them in the end and by using his mind-altering abilities, he changes the world's reality in rule still.

For one player, age 8 and up.

Instant pause feature

Storage RAM (Background Music)

Digital Character Speech

Special Effects:

Marching.

Scaling

Screen Options

## The Mission

In MAD BOBBIES you must reflect or destroy all the planets until the end of each stage while dodging and destroying enemy's crafts sent by Dave Vipsavuoro under the Graphics Man's orders. The Avengerous Wes and Satellite Station on Cass (Day) to upgrade Venus. ElHunter's weapons to help out in your mission... If you can survive the madness!

**ALWAYS MAKE SURE THE JOGULAR IS TURNED OFF BEFORE INSERTING OR REMOVING CARTRIDGE.**

1. Insert your JAGUAR MAD BOBBIES cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER BUTT.
3. Press D button to discontinue car title screen.

If for any reason your cartridge does not load (or you only get a black screen), refer to the warranty information included with your JAGUAR cartridge.

## GAME CONTROL (see FIG. I)

- (I) Jumping when enabled
- II Shoring
- C Dashing (hold while moving to the left or right)

## -(I)

- Upward Left Move left
- Upward Right Move right
- Upward Up Move up
- Upward Down Move down

Control Options

## -(2)

You can adjust the sound game volume with the game it is used. If you press option next to your volume menu to come up.

## FIG. I



## GAME SCREEN (see FIG. III)

- (1) Score display pos: Current score.
- (2) Number of ships are the number of regenerations remaining.
- (3) Stage your current stage count.
- (4) Crosshair helps aim your weapons.

## FIG. II

(5) Asteroids: They need your help going to Satellite Station Cass (Venus Cass) and can help you power up.

(6) Satellite Station Cass Cass (Day).

(7) Vessel (ElHunter is your commanding)

(8) Citizenship

## FIG. II



## CREDITS

Code:	Terence Williams
Sound:	Scott Wallace
Graphics:	Terence Williams
Sound:	Terence Williams
Music:	Al Hardman (C-Best)
	Terence Williams
	Steve Scovano